

# **Default Theme**

## **Play+ Default Theme: Cardinal Pink**

### **Overview**

This is the official default theme of the Play+ Design System, named "Cardinal Pink" for its energetic, confident, and high-contrast visual identity.

It is defined in the following file:

This CSS file contains the full semantic token mappings to the base design tokens defined in `_base.css`. All derivations for dark and high contrast modes are handled automatically by the Play+ theme engine.

### **1. Semantic Token Map (`_default.css`)**

#### **Note on Hover State:**

While the Play+ engine automatically derives hover states, this theme explicitly defines `--color-brand-primary-hover: var(--global-color-pink-700)` for precise brand control. If this token were omitted, the engine would derive the hover color automatically from `--color-brand-primary`.

### **2. Dark Mode Derivation**

The Play+ theme engine auto-generates a dark theme by intelligently transforming semantic color tokens using perceptual inversion logic. Examples:

- `--global-color-white` → `--global-color-gray-900`
- `--global-color-gray-50` → `--global-color-gray-800`
- Text and borders are automatically lightened or darkened to preserve legibility

Manual overrides can be optionally added via `_dark.css`.

### **3. High Contrast Mode (HCM)**

When forced-colors: active is detected:

- Semantic tokens are mapped to platform-safe values ( Canvas , Highlight , ButtonText , etc.)
- This occurs dynamically at runtime, requiring no manual token declarations

## 4. Usage Guidelines

- Use semantic tokens in components and layout styles
- Do not use global tokens directly in UI logic
- Override for brand themes using files like \_acme.css

The Cardinal Pink theme ensures that your UI is luminous, expressive, and accessible across light, dark, and high contrast environments — with zero duplication.